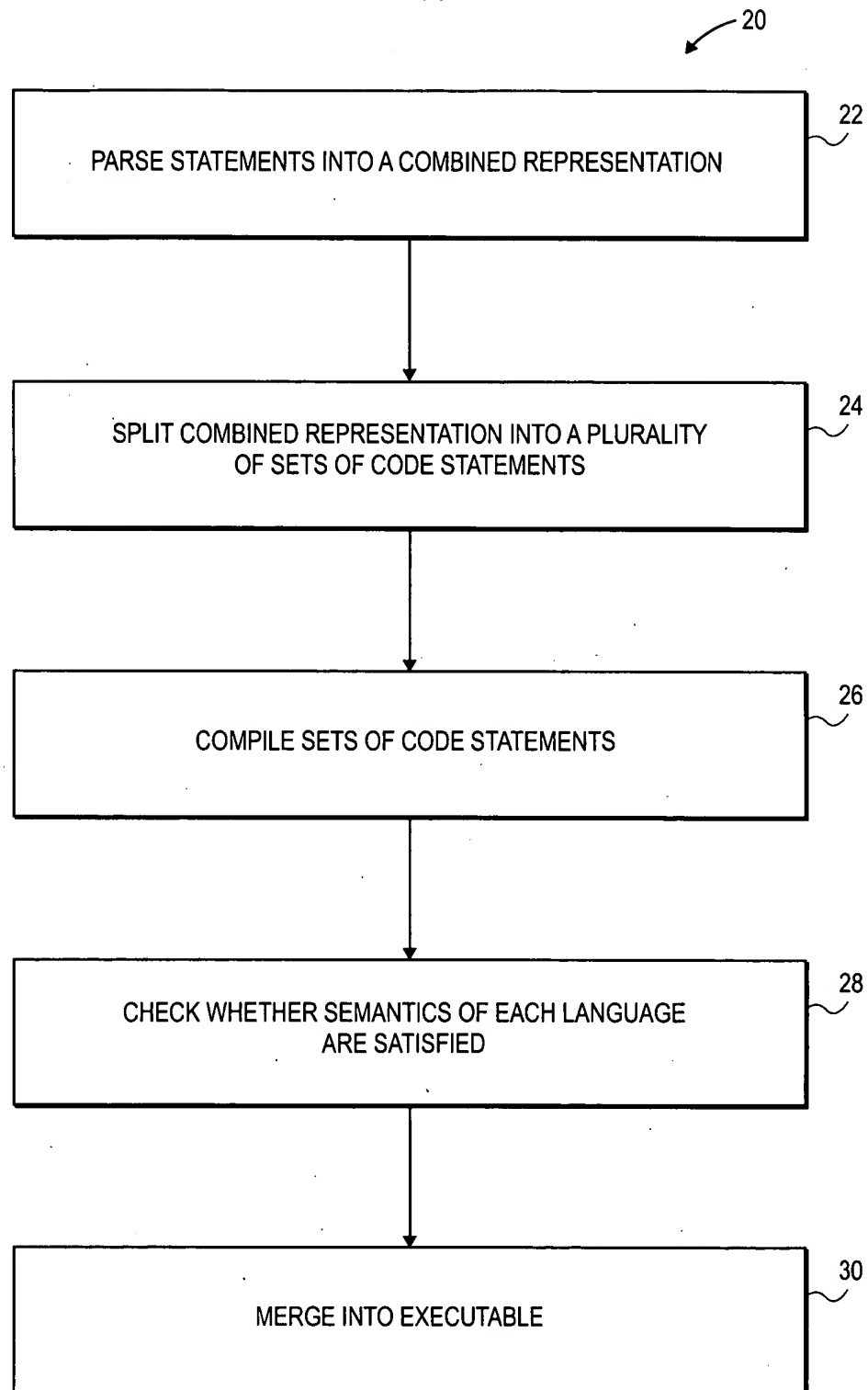




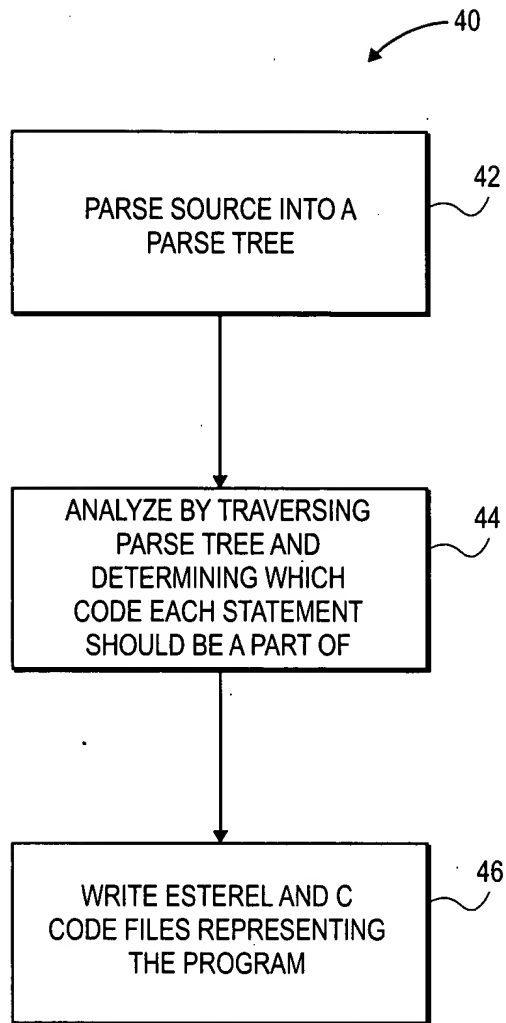
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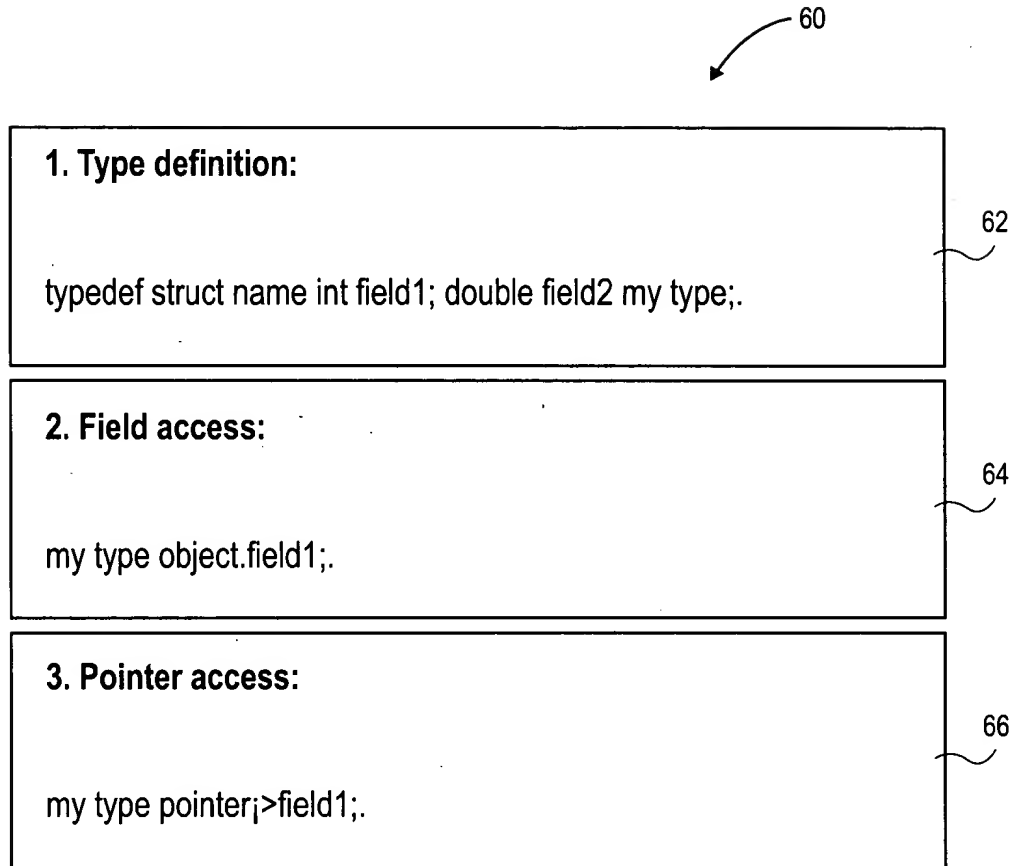
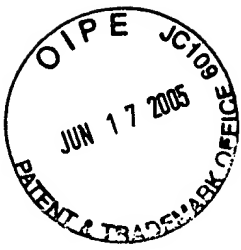
**FIG. 2**



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**FIG. 3**



**FIG. 4**

**Example A.1***Code Block with Reactivity Inside*

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```
module ex1(input int SIGNAL1, input int SIGNAL2)
{
    while (1) {
        await(SIGNAL1);
        code_block1(SIGNAL1);
        await(SIGNAL2);
        code_block2(SIGNAL2);
    }
}
```

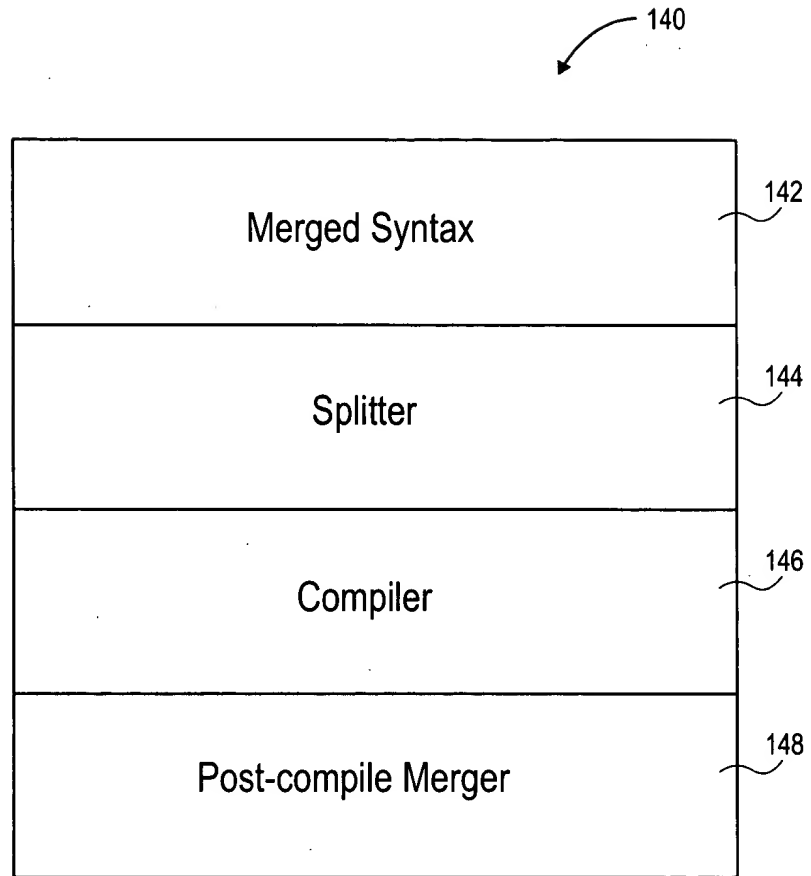
**FIG. 5**

**Example A.2** *Code Block with Reactivity only on Interface*

```
static int STATE = 0; int SIG1, SIG2;
if (present(SIGNAL1)) SIG1 = 1 else SIG1 = 0;
if (present(SIGNAL2)) SIG2 = 1 else SIG2 = 0;
if (STATE == 0) {
    STATE = 1;
    return;
}
if (STATE == 1) {
    if (SIG1) goto LABEL1 else return;
}
if (STATE == 2) {
    if (SIG2) goto LABEL2 else return;
}
LABEL1:
    code_block1(SIG1);
    STATE = 2;
    return;
LABEL2:
    code_block2(SIG2);
    STATE = 1;
    return;
```

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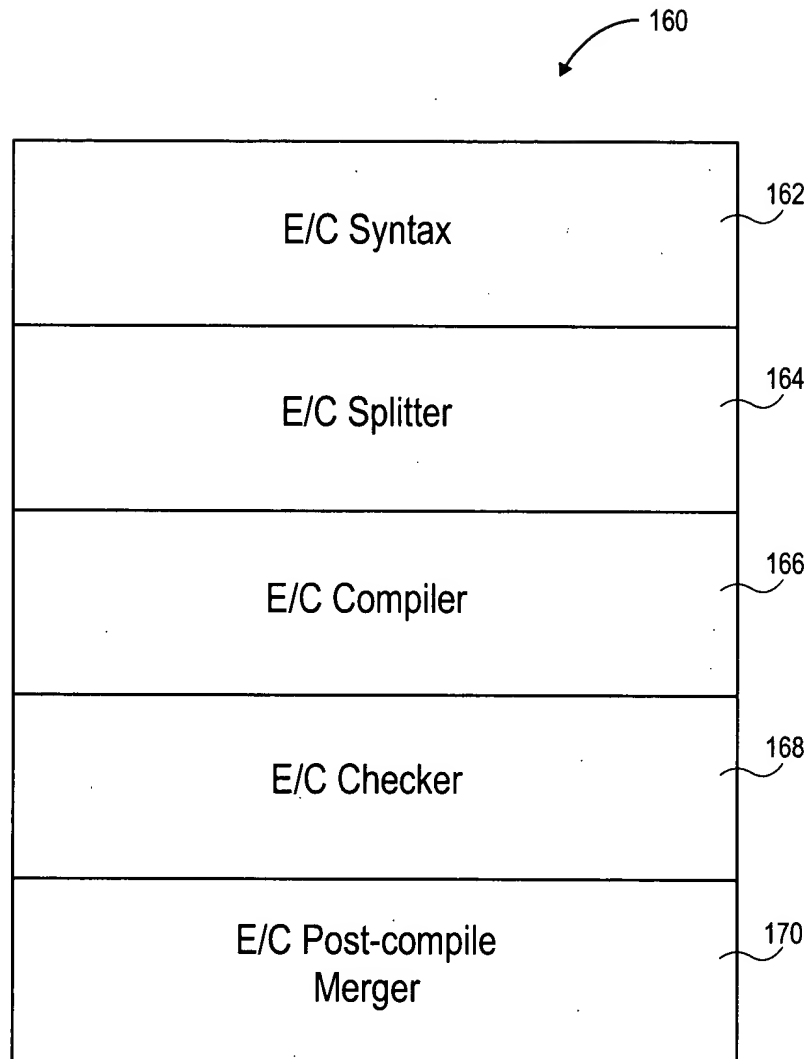
**FIG. 6**



**FIG. 7**

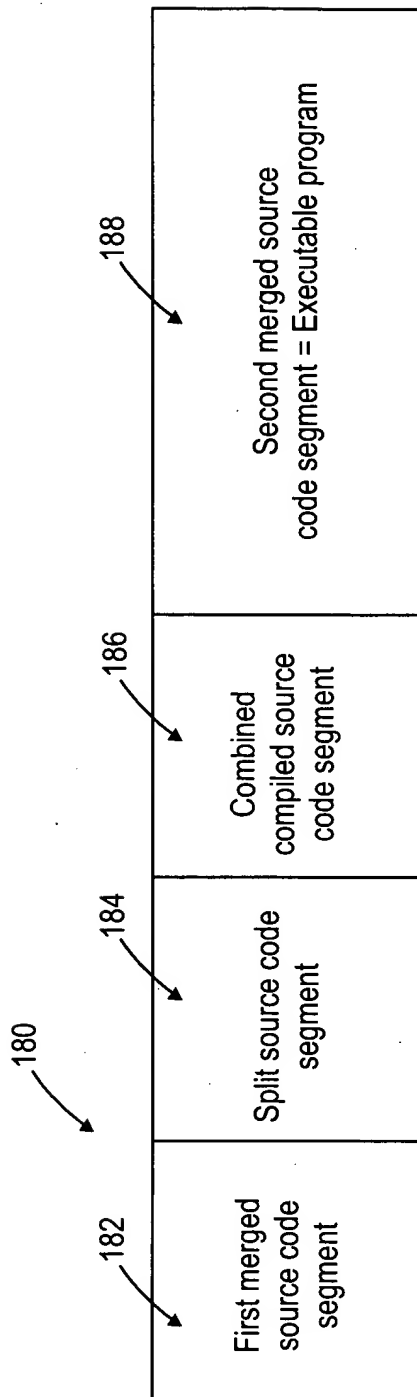


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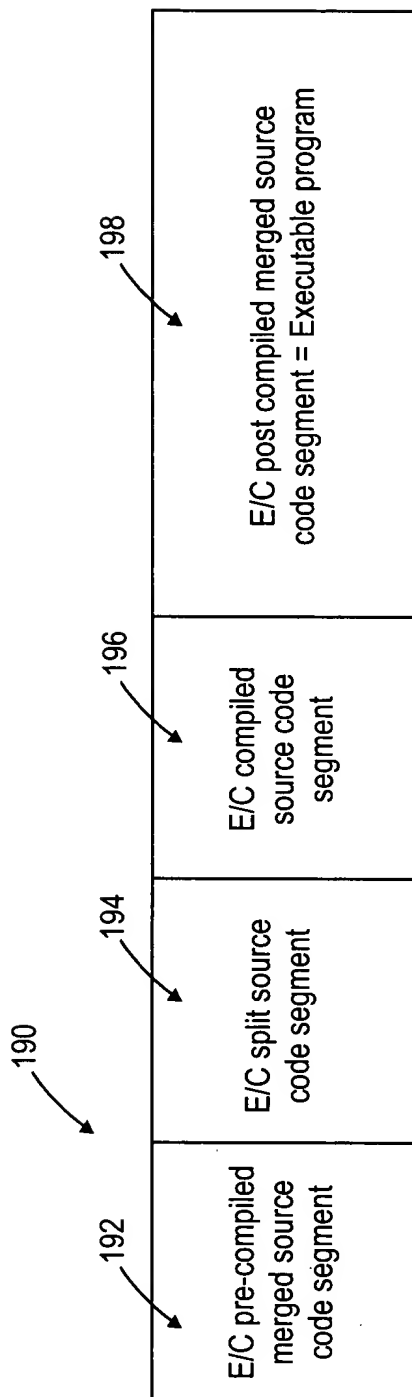


**FIG. 8**





**FIG. 9**



**FIG. 10**